

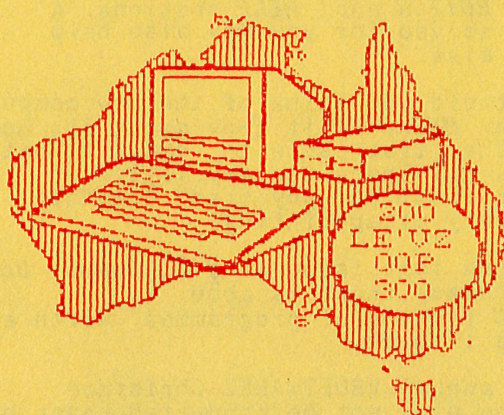
* LE'V2 200/300 *

Owner's Operators Programmers

** THE SOUTH PACIFIC MAGAZINE FOR VZ COLOUR COMPUTERS **

NOVEMBER 1988.

#21 A\$2.00.



EDITORIAL

Hullo VZers, and others.

As I am typing this, Brisbane is still an exciting city as the World Expo '88 is still on but will be finished when you read this.

OH what a quiet place it will be again. We have also had our RNA show and Warana on at the same time. Of course we must not forget the exciting things that we have been witnessing via various media. The Olympic Games in Seoul and the other Australian Bi-Centennial functions. Gee, Christmas will be quiet.

We have hosted many folk for Expo from various countries, including our friends that we visited in Florida. All have said that our World Expo was as good as some of the others in recent times. Brisbane can be very proud of its effort. Now we will try again for the Olympics, this time the 1996 games.

A few OOPs attended EXPO 88 and were quite impressed. Did anyone play the computer in the B.C. (Canada) pavillion?

A few OOPs who have contacted me said that they were quite impressed by EXPO in general. Thanks to those who contacted me.

I say cheerio to Mr Scott LeBrun who ran **VZ DOWNUNDER** in Victoria. He leaves the ranks of the VZ to play -- er, use an **AMIGA**. **VZ DOWNUNDER** is now operated by Mr Harry Huggins and Mr Ron Allen. See page 16.

I am sure many others wish Scott all the best for the future, and I thank him for his co-operation in the past.

I am announcing that we are discontinuing to sell most of our software and all hardware. We will continue to sell books. See pages 15 and 16. In LE'VZ #22 I will print the names and addresses of some of the writers of our software that we won't sell. This means that there should be continuity of supply, so I hope that the writers will be able to do this. Perhaps I may be able to arrange another Public Domain Disc.

There are more hardware and software items in the pipeline, (not VSOFTWAREZ) so the VZ is alive and well. Remember that when you purchase a printer for your VZ, you will be able to use it with most other computers when you upgrade to a bigger computer. Also the 5 1/4 floppy discs can still be used on other computers.

I would like to receive more hardware contributions. What you may think is very basic, someone else may get great benefit from your article. If you are going to contribute something then please read the Formats page 11.

I know of some folk who run their VZs from a 12 Volt supply. Let us city folk know about your problems and how you overcome them.

I can now accept tape files in source code (W) of **Assembly Language** on tape from the DSE Editor/Assembler which can be loaded in our soon to be released **QUICKWRITE II TEXT EDITOR**.



Its time for some articles on the disc drive system, in particular hardware info. Maybe you can assist.

I would also like to receive letters for **THE EDITOR** and **HELP** sections. A problem solved for you may also help someone else.

What did you think of the new computer magazine, **MEGACOM**? It took about six months to get the first issue to readers. What was the hold up? There is very little of interest in it for any brand computer users; very disappointing!

In the last issue of **YC's Bumper Book Of Programmes** there is about ten VZ **BASIC** listing of programmes. Worth a purchase I think.

Our annual VSOFTWAREZ Christmas Mini-Expo will not be conducted under our banner this year. Instead the **Brisbane VZ Users Workshop** will be putting on the show. It had been a lot of work for myself in the past so this time I will be just another demonstrator. This will still mean VSOFTWAREZ being present. I will be demonstrating the new **QUICKWRITE II TEXT EDITOR** and some of the more sophisticated items. Hope to see you there. See advert elsewhere in this LE'VZ.

GOD bless OOPs, readers and others and best of wishes from Marie and myself. We hope this Christmas is more wonderful than the previous one for all.

JOHN.



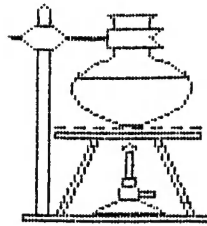
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5 DIMD(772)
8 LPRINTCHR$(27);"A";CHR$(7);
10 FORT=1T0772:READD:D(T)=D:NEXT
15 FORT=0T011:LPRINT" ";
18 FORX=1T04:D=D(X):GOSUB50:NEXT
20 FORT=1T064
25 D=D(4+I*64+T):GOSUB50:NEXT
35 LPRINT:NEXT:END
50 IF (INP(0)AND1)<>0THENSOELSEOUT13,D:OUT14,D:RETURN
90 DATA7,75,64,0
200 DATA0,0,0,0,0,0,0,0,0,63,64,128,64,63,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
205 DATA0,0,0,0,0,0,0,8
210 DATA12,11,8,8,8,8,8,8,8,8,8,11,12,8,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
215 DATA0,0,0,0,0,0,0
220 DATA0,1,1,1,1,2,4,8,16,240,16,16,16,240,16,8,4,2,1,1,1,1,1,1,1,1,1,1,1,1,1
225 DATA1,1,1,1,1,1,1,15
230 DATA8,248,8,8,8,8,8,8,8,8,8,248,9,10,12,8,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
235 DATA0,0,0,0,0,0,0,0
240 DATA128,64,64,64,192,32,16,8,4,7,4,4,4,7,4,8,16,32,192,64,64
245 DATA64,64,64,64,64,64,64,64,64,248
250 DATA8,15,8,8,8,8,8,8,8,8,8,8,143,72,40,24,8,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
255 DATA0,0,0,0,0,0,0,0
260 DATA0,0,0,0,0,0,0,0,0,255,0,0,0,255,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,1,2,4
265 DATA8,16,16,32,32,32
270 DATA64,128,0,0,0,0,0,0,0,0,0,0,128,64,32,32,32,16,16,8,4,2,1
275 DATA0,0,0,0,0,0,0,0,0
280 DATA0,0,0,0,0,0,0,0,0,255,0,0,0,255,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
285 DATA32,32,32,32,32,32,32,32
290 DATA32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32
295 DATA32,32,32,32,224,48,15,0,0,0,0,0,0,0
300 DATA0,0,0,0,0,0,0,0,0,255,0,0,0,255,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
305 DATA1,0,0,0,0,0,0,0,0
310 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,1,2,12,48,192
315 DATA0,0,0,0,0,0,0
320 DATA0,0,0,0,0,0,0,0,0,255,0,0,0,255,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
325 DATA128,64,32,32,16,16,8
330 DATA8,4,4,2,2,2,2,2,2,2,4,4,8,16,16,32,32,64,128,0,0,0,0,0
335 DATA0,0,0,0,0,0,0,0
340 DATA0,0,0,0,0,0,0,0,0,255,0,0,0,255,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
345 DATA168,168,168,168,40,47,168,175,168,168,40
350 DATA40,168,168,168,168,41,42,169,168,168,168,40,40,168,175
355 DATA168,175,40,40,168,168,168,168,40,40,168,168,168,184,0,0,0
356 DATA0
360 DATA0,0,0,0,0,0,0,0,0,255,0,0,0,255,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
365 DATA0,0,3,28,227,28,224,0,0,0,0
370 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
375 DATA0,0,0,0,0,0,0,0,0,0,0
380 DATA0,0,0,0,0,0,0,0,0,255,0,0,0,255,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
385 DATA14,113,142,112,128,0,0,0,0,0,0,0
390 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
395 DATA1,0,0,0,0,0,0,0,0,0,0,0,0
400 DATA0,0,0,0,0,0,0,0,0,255,0,0,0,255,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
405 DATA0,0,0,0,0,0,0,0,0,0,0
410 DATA0,0,1,62,194,66,66,66,194,62,21,20,20,20,28,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
415 DATA192,56,199,56,7,0,0,0,0,0,0,0,0,0
420 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
425 DATA5,5,5,5,13,29,45,45,77
430 DATA77,141,13,13,13,13,13,13,13,13,13,141,77,77,45,45,29,13
435 DATA5,5,5,5,229,29,229,29,5,5,5,5,7

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PRINTING PICTURES by LARRY TAYLOR

These two short programmes in *BASIC* will make a Dot Matrix printer print the flask on the left and the watering can on the right.

These follow Larry's article in LE'VZ #20 August 1988.

```

5 DIMD(772)
9 LPRINTCHR$(27);"A";CHR$(7);
10 FORT=1T0580:READD:D(T)=D:NEXT
15 FORT=0T08:LPRINT" ";
18 FORX=1T04:D=D(X):GOSUB50:NEXT
20 FORT=1T064
25 D=D(4+I*64+T):GOSUB50:NEXT
35 LPRINT:NEXT:END
50 IF (INP(0)AND1)<>0THENSOELSEOUT13,D:OUT14,D:RETURN
190 DATA7,75,64,0
200 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
205 DATA0,0,0,0
210 DATA3,12,16,16,12,3,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
215 DATA0,0,0,0,0,0,0
220 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
225 DATA8,16,32,192
230 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
235 DATA128,64,32,16,8,4,3
240 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
245 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
250 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
255 DATA48,192,128,128,128,128,128,128
260 DATA0,0,3,12,48,195,12,48,192,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
265 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
270 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
275 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
280 DATA3,60,192,3,60,192,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
285 DATA8,15,9,6,1,60,20,19,12
290 DATA3,0,0,0,0,7,8,15,8,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
295 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
300 DATA192,60,3,192,60,3,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
305 DATA11,10,196,78,113,192,64,128,128
310 DATA128,64,64,241,78,132,10,58,68,120,64,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
315 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
320 DATA0,0,192,60,3,192,48,12,3,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
325 DATA192,64,130,30,34,92,208,96,64,56,38
330 DATA57,69,71,224,92,34,30,2,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
335 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
340 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
345 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
350 DATA0,0,128,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
355 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
360 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
365 DATA1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
370 DATA1,1,1,1,1,1,1,1,1,1,2,12,48,192,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
375 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

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MY VZ EXPERIENCES by JOHN LUXTON

This contribution will help many who are having troubles as explained by John.

My first essay into computing was around 5 years ago, when I bought a VZ200 with cassette recorder, "Introduction to Computing" and several rather useless tapes, as a special from Dick Smith's store in Townsville. At that time we were living in a caravan, so everything had to be kept in its own little box and put away after use. Over the course of time I gradually acquired a 16K expansion, printer, plotter, printer, and disk drive, but that is another story.

We moved to Bargara, out of Bundaberg for a few months, and then came across here to settle in Biggenden. So now I acquired a desk and made a small stand from pine board to give the keyboard more slope, and put cleats on to hold everything firmly.

By this time the 200 had started to exhibit what I took to be its electronic intestines on the screen, and finally refused to do anything else, so I up-graded to a \$99 VZ300. I had also been having trouble which I put down to the plug-in nature of various peripheral bits. Occasionally I would lose a half-written letter, or a program, or the screen would put on a fireworks display etc. I found that by switching off and giving the 16K module and/or the printer interface, a good wiggle, things came good for a while.

I had mentioned this to Gavin Williamson, and he recommended a dose of Dick Smith spray cleaner. This worked for a time, but conditions became worse more frequently.

The final straw was broken when the printer would either refuse to work, or print out a page of gobbledygook. Also the disk drive, which up until now had remained faithful, started to do queer things. I had long suspected the plug-in arrangements being the weak link, and had harboured thoughts of permanent attachment of bits through multi-strand cables etc., but the number of connections and the thought of bits flopping about the place rather dimmed this idea.

Finally, after a series of frustrating happenings, I decided the time was right, so I grabbed a Phillips screw driver, and first divested the VZ 300 of its outer shell as much as possible and prudent. As you all know the male part of the plug-in's are part of the printed circuit board, hereinafter the P.C.B.

On examining the contact strips I found that the coating of solder was rather lavish, and grooves were worn by the action of the female fingers, further adding to poor contact. And as most of us know, lead based soft solder isn't the best conductor after a while, especially with the low voltages used around the computer.

I put the edge of the P.C.B. on a firm base, and using a pen knife with a rounded end to the blade, scraped the solder down to the parent metal. The knife is a "stockman" type, hence that type of blade. I used care not to scrape the printed base metal away from the board, but it does seem to be a good solid plating, unlike the usual P.C.B. There is plenty of length to the contact "fingers", and it can be plainly seen how far the female part goes, so it is possible to scrape away solder well beyond the actual contact portion.

The next thing was "what to do" to make sure of a good lasting low resistance surface. I had in mind a low temperature silver solder marketed by C.I.B. It comes in a plastic pill bottle type container, and you get a coil of the solder and a small plastic dispenser of flux. It is marketed as Metal Mate, Comweld 965.

Now a warning. DO NOT under any circumstances attempt to use the flux on a computer or anything electrical. It contains zinc chloride, which is the old "killed spirits", and is lethal to things electronic. In other words it is highly corrosive, and had a high affinity for water. The tiniest drop of residue can cause corrosion.

The flux I used was the old stand-by from days of long ago, when the cored solder was also rather "iffy". I dissolved some resin in metho, and painted that on the surfaces. A 25 watt iron provides sufficient heat, and you should clean the old solder from the bit and re-tin with the silver solder. The Comweld flux can be used to do this, but wipe the bit well. I did have some difficulty retaining the tinning on the bit, as resin doesn't seem to be ideal as a flux for the silver solder. But the transmitted heat will cause the solder to take to the P.C.B. which tins O.K. You will find that you will get hefty blobs of solder on the "fingers". This is O.K. at this stage. A word here. If you are used to working on P.C.B's and can handle a soldering iron, well and good, but as always, do take care with the heat.

After all the "fingers" have received a good coat of the solder, take a roll of that wonderful substance, solder braid. Best thing since the invention of round wheels! Now proceed to remove the solder blobs with the braid. This will leave a nice, relatively flat coat of the silver solder. I find that two or 3 "fingers" can be cleaned off, then cut away the saturated portion of the braid, and commence with a clean end.

If you have a disk drive and controller, you will find that you have a small P.C.B. contact surface to accommodate the 16K expansion module. This is a tricky one, as the small P.C.B. is supported by 2 sets of rather rigid wire conductors, and to get at the underside it is necessary to do some bending. This can be done with extreme care, but I think it is as well to do it nevertheless.

Since doing all this to my computer, I have had a complete freedom from all the previous ills of losses of programs, crazy hula dancing screens and have found the printer and disk drive accurate and obedient, so I think it was worth the trouble. It is quite possible that just using solder wick on the existing solder to reduce it to a film would work as well. The choice is yours. And if you use the resin flux, it can be cleaned away by wiping with a rag soaked in metho.

John Luxton. Biggenden Qld.

** BVZUW CHRISTMAS EXPO **

This year's EXPO will be held at the same location as last year, 1987.

At the Capalaba State High School, School Rd.,
Capalaba. QLD.

Commencing at 9AM and close 4PM.

There is plenty of parking.

Free entry.

Bring your VZ system and demonstrate your favourite items.

We hope to be able to arrange a very interesting lecture; to put a VZ to a very useful task.

For further information contact:-

Mr Bob Jones, 63 Tingalpa St., WYNNUM WEST. QLD. 4178

'phone (07)396 0376.

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OUR QUICKWRITE WORD PROCESSOR IS USED EXTENSIVELY.

STRUCTURED PROGRAMMING

Part 1 by Chris Hobrough.

Articles in computer magazines over the last couple of years have frequently referred to the idea of structured programming. Languages such as Pascal or C are said to be structured while BASIC is criticized for its lack of structure. So what is structured programming and why do we need it?

The structured approach to programming involves a number of ideas and affects everything from the first stages of design to the presentation of the finished product. It is an approach which makes programs easier to design and debug and easier to modify later on. In addition, programs are more readable and understandable.

There are three main ideas which are central to structured programming: top-down design, a modular approach and the use of formal command structures within modules. In this article I plan to illustrate each of these concepts by looking at some of the steps involved in designing a program. In addition, I'll be discussing the importance of adequate documentation and clear presentation of the finished program.

I don't intend looking too deeply into the programming details and I'll be using pseudo-code some of the time. Pseudo-code, for those not familiar with it, is simply the use of short, plain English statements to describe what the program is doing. I find it more natural than flow charting, though I sometimes use both. Once a program is designed in pseudo-code, it can then be translated into any programming language.

Top-down Design & Modularity

Designing a program is essentially a matter of solving a problem and the first step in solving any problem is to define precisely what is needed. What do we want our program to do? Top-down design implies that we start with the broadest view and gradually refine it until we get to the details.

The program I'll be using to illustrate these techniques is a dedicated data base manager for a video library. The data base will consist of records held in a disk file with each record containing the title of a video together with certain information relating to that video. The program will have to access this data file, add or delete titles, search for a particular title and list all the titles in the file.

Programs of this type tend to have a similar starting point as far as the user is concerned. First, a menu is displayed from which we select an option. After the selection is made we go to one of the deeper levels of activity, perhaps another menu, and perform the operations we want. When finished, we return to the main menu for another option. At some point we'll select the option to quit the program and the session will end.

To implement this we obviously need a loop of some kind. Inside the loop will be the menu options and some routines to process our selection. The loop needs an escape route, so we can get out of it, and there will be some things to do both before and after the loop. Without going any deeper we can write an outline of the program in pseudo-code :-

```
Initialize      (sub-routine)
Main menu      ( " " )
While choice is not "EXIT"
  Process choice ( " " )
  Main menu     ( " " )
Next
Terminate      ( " " )
End
```

The first thing you'll notice is that the whole program has been reduced to a series of sub-routines or modules and that each routine represents a heading for a major step in the program. The loop is controlled by the WHILE ... NEXT structure. This is a command structure which is available with most modern versions of BASIC and can be easily simulated on the VZ. The WHILE loop is basically saying that, if the user has not selected the exit option from the menu, go into the body of the loop and process the user's choice, then display the menu again for another selection. When the next selection is made, execution loops back to the WHILE statement and the test is made again. If the exit option is chosen then we jump the loop and finish the session. In order for the WHILE to have something to test the first time, the menu routine is called once before entering the loop.

Most programs have a number of housekeeping chores which need to be done before they get going so we group them all under the heading "Initialize", even though we may not know what they'll be yet. In our program an array will be set up to hold the records and the data will have to be read into it from the disk file. After quitting the program, any records which have been altered, added or deleted will have to be written back to disk and this can be done in the routine called "Terminate".

What we have so far is the main control module. The next step is to look at each sub-routine or module in turn and go through a similar process of splitting it up into its own sub-modules until finally we get to the point where each line can be represented by a single statement in BASIC, or very close to it. In so doing we build up a sort of hierarchy of ever more detailed modules, each of which is designed and debugged independently. If we find a problem, we can be pretty sure it's in the module we're working on at the moment because the others have already been debugged.

Before we go on let's translate what we have so far into BASIC. The main menu routine will return the user's selection in the variable called CChoice\$.

```
1000 ' Main Control Module ....
1002 '
1010 GOSUB 2000      ' Initialize
1030 GOSUB 3000      ' Main menu
1040 WHILE CChoice$ <> "Exit"
1050   GOSUB 4000      ' Process choice
1060   GOSUB 3000      ' Main menu
1070 NEXT
1080 GOSUB 5000      ' Terminate
1090 END
1998 '
2000 ' Initialize .....
2002 '
2990 RETURN
2998 '
3000 ' Main Menu .....
3002 '
3990 RETURN
3998 '
4000 ' Process Choice .....
4002 '
4990 RETURN
4998 '
5000 ' Terminate .....
5002 '
5990 RETURN
```

With the exception of the WHILE statement, which we haven't dealt with yet, you could enter this and it would run. It won't do much yet but we have the main module and the headings for the first four sub-routines. Note that the pseudo-code is simply moved across and becomes the REMarks. You can see that this framework, perhaps with some minor modifications, could be used for a wide variety of applications. So far, the only specific thing in it is a menu of some sort. The important point is that we've got over that initial step, of knowing where to start, by applying a simple technique.

In Part 2 of this article we'll look at some of the sophisticated command structures that appear in modern versions of BASIC and see how they can be simulated on the VZ. At the same time we'll expand our data base program and examine what happens within some of the modules.

PRINTING YOUR OWN DESIGNED CHARACTERS.

QUICKWRITE WORDPROCESSOR AND SPECIALLY DESIGNED CHARACTERS.

By John D'ALTON.

Designing your own characters.

Please refer to Larry Taylor's article *DOT MATRIX GRAPHICS* in LE'VZ #20 August 1988. Larry describes how you can design your own characters, or little shapes that can be printed with your EPSON compatible printer.

IMPLIMENTING QUICKWRITE TO PRINT YOUR CHARACTERS.

You can print your designed characters within documents using our QUICKWRITE WORDPROCESSOR. This can be done with any version, V3, V4 or V4II.

Owners of QUICKWRITE should be familiar with its use but I will describe the method for folk who do not yet possess QUICKWRITE.

You should also be familiar with the operation of your printer, IE. the use of printer control codes, (P.C.C.) and the method of dumping specially designed characters that you have designed. In this regard I will refer only to the use of the CITIZEN 120-D printer.

QUICKWRITE V3.

QW3 only accepts P.C.Cs in decimal form within opening and closing square brackets immediately following a carriage return, CR, so I will show how this is done first. The P.C.Cs are all shown on the VDU but are not printed in the document. In the following prints I will print them by substituting the opening square bracket "[" with a smaller than sign "<".

So [27][128][64] becomes <27[<128[<64[.

Of course the special characters would not be printed with the "<" in place so you must type the opening square bracket "[" in place. As with other print styles, your new characters can only be printed at the beginning of a line to the end of that line or another line depending on the printer.

QUICKWRITE V4 and V4 II can change a print style anywhere in the line.

AX. Refer to the CITIZEN 120-5 printer manual page 130 to page 136.

Firstly the standard characters are copied to RAM.

This P.C.C is <27[<58[<01[<01[<01[.

BX. The range of the characters on the keyboard that will represent the new characters is set. In the case of the CITIZEN 120-D we must use ASCII 32 to 63. This represents the space to the question mark. I chose A to be the quotation marks " to Z by the semi-colon ;. The space is 33 represented by the exclamation mark !. You can refer to the VZ Reference Manuan page 157.

This P.C.C is <27[<38[<33[<59[

I think it is a good idea not to use the space, ASCII 32 to represent a space. If you wish to design say three characters then the range need only be three, IE. 33 to 35.

CX. Then the sets of data for the newly designed characters must be typed in. For the CITIZEN 120-D my B is:-

<128[<254[<01[<146[<01[<186[<01[<146[<01[<108[<01[<01[.

DX. Next the printer must be switched (told) when to print a new character, IE a B not a #.

This P.C.C is <27[<37[<11[<01[

EX. To switch the printer back to standard to print a # not a B the P.C.C is:-

<27[<37[<01[<01[.

I will now print the P.C.Cs of AX, BX, and CX, which is the character data, DX to switch to the new characters of A, B and C, and finally EX to switch back to normal character mode. Note the keyboard characters, " # and \$ are also printed as well as the new A, B and C which are in normal Pica size.

<128[<141[<161[<46[<80[<168[<64[<46[<161[<141[<01[<01[<128[<254[<01[<146[<01[<186[<01[<146[<01[<108[<01[<01[<128[<124[<01[<130[<01[<130[<01[<198[<01[<198[<01[<01[

<27[<37[<11[<01[

" # \$

A B C

" # \$

<27[<37[<01[<01[

To print the new A B and C in double height and expanded style, the P.C.C to set the printer is inserted just before the letter A. In this case the P.C.C is:-

<141[<27[<126[<49[<49[

I have also printed them in Expanded/Double Height in normal style.

<27[<37[<11[<01[

A B C

<141[<27[<126[<49[<49[" # \$

A B C

<27[<37[<01[<01[

To switch back to condensed/pica, that P.C.C is inserted after the CR after the letter C, which in this case I have not printed.

So you can see that by understanding your own printer there is much you can achieve with the little VZ.

GOTO PAGE 8.

QUICKWRITE V4.

In the next LE'VZ #22 I will show how the implementing of the P.C.Cs is simpler in that the ASCII numbers and square brackets are replaced by a single Printer Control Code Character (P.C.C.C). Also the P.C.Cs can be typed in anywhere, even midword as the last example below of "LE'VZ IS A GREAT MAGAZINE" shows. I have printed that in three style sizes. Normal Pica, Double Height and Expanded/Double Height.

LE'VZ IS A GREAT
MAGAZINE.

LE'VZ IS A GREAT
MAGAZINE.

LE'VZ IS A GREAT
MAGAZINE.

I hope this helps you to get your printer to do more interesting prints.

Have fun.

(J.D)

VZ200/300 DISASSEMBLER

Superfast Disassembler Disc Unit.

This unit written by Mr Peter J Hickman is obtainable from him or LASERLINK.

Price \$25.00.

It is "user friendly", has all disc functions, printer formatting menu, video display speed control.

Mr P Hickman, P.O. Box 8 WERRINGTON
NSW. 2760.

Or

LASERLINK, 28A Brunner Rd.,
BROADMEADOW. NSW 2292.

** LETTERS TO THE EDITOR **

2 ORLANDO STREET
HAMPTON VIC.3188
1st. SEPTEMBER 1988.

The Editor,
LE'VZ 200/300 OOP
39 Agnes Street,
TOOWONG QLD.4066

Dear Editor,

The extended basic command "TRON" shows the sequence of a program on the screen. Is it possible to get the sequence to LPRINT to a printer, if so, I would be pleased to know how to accomplish it.

Hoping you can help me,
Yours faithfully

Ron Allen

(RON ALLEN)
OOP#073

EXTENDED BASIC PROGRAMMING

DEFineDouble = DEFDBL

If you are writing an accounting programme in **BASIC** where large amounts of money are to be calculated on but all you get are weird figures with some alpha characters, then **DEFDBL** is the **EXTENDED BASIC** command that will help.

If you are working with amounts exceeding \$9999.99 you must use **DEFDBL**.

Type in these little programmes to see what **DEFDBL** does.

The first is without **DEFDBL**.

```
10 CLS
20 X=123456789
30 Y=12345678
40 Z=X*Y
50 PRINTX;"TIMES";Y,"EQUALS ";Z
52 LPRINTX;"TIMES";Y,"EQUALS ";Z
90 PRINT
```

1.23457E+08 TIMES 1.23457E+07 EQUALS 1.52416E+15

Now load an **EXTENDED BASIC** unit into the VZ and type the next one in.

Line 8 with **DEFDBLX-Z** does the trick.

(J.D.)

```
8 DEFDBLX-Z
10 CLS
20 X=123456789
30 Y=12345678
40 Z=X*Y
50 PRINTX;"TIMES";Y,"EQUALS ";Z
52 LPRINTX;"TIMES";Y,"EQUALS ";Z
90 PRINT
```

123456789 TIMES 12345678 EQUALS 1524157763907942



NEW - NEW - NEW

QUICKWRITE II TEXT EDITOR

TO BE RELEASED SOON IS THIS NEW UNIT BASED ON THE QUICKWRITE WORDPROCESSOR.

For VZ200/300 users who have a 64K RAM pack or similar and disc drive system.

With space for a big file of approximately 40K, more than sufficient for most documents.

QUICKWRITE II is upwards compatible with the QUICKWRITE WORD PROCESSOR, both Disc and Tape files being accessible to QUICKWRITE II. QUICKWRITE II has all the facilities of the QW WORDPROCESSOR plus an abundance of additional ones.

Such as:-

DISC MERGE • TEXT CENTERING FORMAT
USER DEFINED TAB FACILITY

SCREEN ECHO • MULTIPLE COPIES

DOUBLE SPACING • LOADING OF
ED-AS FILES

LOADING OF E&F WORD PROCESSOR
FILES

and many more!!

A separate utility is also provided which saves a **BASIC** programme onto disk as a QUICKWRITE II file. QUICKWRITE II TEXT EDITOR is not a patched unit, but a professionally written unit.

Price of this excellent unit has not been set as yet but will be similar to our QUICKWRITE WORDPROCESSOR.

COME AND SEE IT DEMONSTRATED AT THE BVZUW CHRISTMAS EXPO.

BRISBANE VZ USERS WORKSHOP**BRISBANE VZ USER WORKSHOP NEWS****JULY.**

Stan Noble demonstrated his VZ Rtty Interface used in conjunction with a scanner.

Stan would like to hear from someone who has one working correctly or had problems as he can only recieve garbled information.

AUGUST.

Larry Taylor demonstrated the Ultra-graphics VZ300 built by Mathew Sorrell. This mod not for the faint hearted.

SEPTEMBER.

Joe Leon from the Hunter Valley group visited and demonstrated his many modifications to his VZ200 an VZ300. A very interesting Gentleman.

OCTOBER.

Ross Woods also from the Hunter Valley group made time during his visit to Expo City to come along to our meeting. This month we had general discussion on Programs. Problems and Groups. We also tried out the System 80 machine that Stan brought along.

The B.V.Z.U.W. would like to hear from Users in the Brisbane area who may have problems and/or solutions .

The B.V.Z.U.W. wish Scott LeBrun well in his future endeavours and welcome Harry Huggins and Ron Allen as the executive of the relocated VZ Down Under Grp.

It is intended this year to run a Mini Expo at the Capalaba High School on Sat. 3 December. This day will be run by the above group and will have various exhibits by members. If you have something you wish to show , bring it along and share it with others.

Eddie Tones.

MAZE - A GAME IN BASIC

This little programme is contributed by Mr Darryl G Lynch of 17 Hopetoun St., DUBBO. 2830.

```
100 REM BORDER
110 CLS:SOUND 1,2;3,2;7,2;9,1
120 FOR X=28672T028703
130 POKE X,191
140 NEXT
150 FOR X=29152T029183
160 POKE X,191
170 NEXT
180 FOR X=28704T029120 STEP 32
190 POKE X,191
```

```
200 NEXT
210 FOR X=28735T029151 STEP 32
220 POKE X,191
230 NEXT
240 REM DATA FOR MAZE POKES
250 DATA 38,39,40,41,42,43,44,45,46,47,418,419,420,421,465,466
255 DATA 467,468,272,273,274,275,276,336,337,338,339,340,344
260 DATA 376,408,440,410,411,412,442,443,444,281,282,283,425
265 DATA 426,427,428,429,393,394,395,396,397,360,361,362,60,75
270 DATA 238,270,302,334,366,398,430,234,266,298,330,293,325
275 DATA 357,389,137,139,141,143,145,65,66,67,68,83,84,85,86,87
280 DATA 88,89,147,148,149,150,161,162,163,164,165,166,167,168
285 DATA 186,187,188,189,170,171,172,109,110,111,208,209,210
290 DATA 211,212,81,93,92,98,99,102,105,113,115,116,121,124
295 DATA 136,152,153,175,184,194,193,199,200,205,214,215,219
300 DATA 221,226,227,322,353,236,268,229,323,390,423,262,455
305 DATA 296,332,333,264,431,399,239,372,402,401,436,441,443
310 DATA 445,374,406,438,248,249,278,310,285,317,349
315 DATA 354,355,52
320 REM POKE MAZE DATA TO SCREEN
330 FOR X=1 TO 179
340 READ AX
350 POKE (AX+28672),175
360 NEXT X
365 SC=0:REM SCORE SET FOR START
370 REM TOKEN AND MOVES
375 POKE28705,159:REM HOME
380 T=29125:REM START
400 POKET,42
410 M$=INKEY$:M$=INKEY$
420 IF M$="M"THENGOSUB500:T=T-1:GOTO470
430 IF M$=","THENGOSUB500:T=T+1:GOTO470
440 IF M$="."THENGOSUB500:T=T-32:GOTO470
450 IF M$="_"THENGOSUB500:T=T+32:GOTO470
460 GOTO 410
465 REM CHECK FOR MOVES INTO BORDERS AND FOR HOME BASE
470 IF PEEK(T)=191THENSOUND9,9;9,1;5,5;1,1:GOTO380
480 IF PEEK(T)=175THENSOUND9,9;9,1;5,5;1,1:GOTO380
481 IF PEEK(T)=159THENGOTO520
490 GOTO400
500 POKET,128
502 SC=SC+1:REM MOVES SCORE
505 RETURN
520 REM GAME FINISH
525 SOUND 1,1;1,2;3,4;5,6;7,1;1,9;7,2;4,9;1,1;1,1;1,1;1,1
530 CLS:PRINT@230,"YOU WIN!"
531 PRINT:PRINT@262,"HIGH ONLY ";SC;"MOVES"
532 IF SC=77THENGOSUB540:FOR X=1 TO 5000:NEXT X:REM DELAY
535 CLS:SOUND6,9;7,8;1,1:GOTO530
540 PRINT"
545 PRINT"
550 PRINT"
555 RETURN
```

LE'VZ FORMATS.

To help me time-wise to make LE'VZ a better magazine, and yourself to get the most out of it, please read this page.

ALL PRICES are in Australian Dollars.

CURRENT ISSUE price is A\$2.00 which includes surface/air postage within Australia and Air Mail to New Zealand. If you require more than one copy at one time, extra money must be sent to cover postage.

LE'VZ IS (C) COPYRIGHT.

NEW MEMBERS must start by sending \$4.00 as I do not charge a yearly subscription. This makes it worth while entering your name, address and other data into our D'BASE. You then receive the current issue if it is in a certain time period between the main send LE'VZ runs. If that is close to the next issue, you will receive that and not the "old" current issue. New Members can send more than \$4.00, as long as it is in multiples of \$2.00, but not more than \$10.00.

Present OOPs have their \$ credit printed at the top of their name and address label if sent in the main run. If your credit is less than \$2.00., then a little reminder slip is included with the LE'VZ sent, stating that this is your last issue. Some folk have various money amounts left over from other software or hardware purchases put into their LE'VZ credit, and so odd \$ amounts do occur.

BACK ISSUES are from #14 to the current issue. The price is \$3.00 each. This includes surface/air postage within Australia and Air Mail to New Zealand. If you require more than two copies at one time, extra money must be sent to cover postage.

We usually have most Back Issues in stock otherwise I print more as time permits. We send what we have and back order the others for you if required. If they are not sent within a couple of months, or with the next Current issue, please remind us.

GENERAL LIST refers to OOPs who want their name, address and data made available to other OOPs when asked for. You may like to contact OOPs in your state, or OOPs with VZ200s. Not all OOPs want their name and information made public, so if that applies to you, you must answer N (no). IF YOU DO NOT WANT YOUR INFO MADE PUBLIC, ANSWER N (no) ON THE DATA SHEET. IF YOU DO NOT ANSWER Y (yes) OR N (no) THEN YOU WILL AUTOMATICALLY BE PUT ON THE GENERAL LIST.

Remember, you may receive letters from OOPs months after you may have sold your VZ.

ANY COMMUNICATION to me that requires a written reply must be accompanied by a Self Addressed Stamped Envelope. Do not expect an immediate reply, as I may need to contact others to formulate an answer.

Always state your record number. That could be between A02 and A98, B01 and B98 or C01 and C98. I have about 240 financial and unfinancial folk to keep track of. From LE'VZ #15, your record number and \$ credit are printed at the top of your name and address label.

DO NOT TELEPHONE ME ON SUNDAY!!!

CIRCUIT, ROM and PROGRAMME LISTING PRINTOUTS can be sent to you at 20C per A4 page plus postage. Do not ask for the complete VZ ROM listing as it is very long and is about 15MM in thickness.

LETTERS TO THE EDITOR are welcome either as general comments, complaints or asking for help. As with contributors, please ensure that your typewriter or printer prints clear and DARK. In the new 35 character normal size print, IE. 90MM line length, right justified or wragged. If you have to write by hand, use a RED pen and write in the format just mentioned.

ADVERTISING is a free service to OOPs who are financial, for personal use only. Please use the above 35 character format. About 100 words or less.

CONTRIBUTIONS are very welcome. Please write your letter on a separate piece of paper to your contribution, which allows separate filing of material. You can send in programme listings in M/L or BASIC. Hardware modification or equipment drawings. Hints and any useful information. As above, use the new 35 character format except if it is a large circuit, drawing or photo. If it is a full page contribution reduce by photo copying so that there is a 20MM margin all the way around.

In fact I would like to receive more hardware contributions. Also photos of your equipment would interest others. There is a little problem here though as different photo copiers reproduce certain colours differently. We can but try.

BASIC AND M/L PROGRAMME LISTINGS need special requirements.

Programme listings in M/L or BASIC can be sent as printed in normal size print which I can reduce-copy to make the master. Please make sure the print is dark and clear. The better approach is to send the programme on disc or tape. This enables me to give it a short test and check that it does at least does RUN. I can then print it in reduced mode while <LISTING> it.

W files made with the D.S.E. Editor Assembler can be loaded into our QUICKWRITE TEXT EDITOR, edited and printed as required.

TAPE/DISC CONTRIBUTIONS are therefore the best to send in this regard. This applies to programme listings or text. In regards to text, please send on EBF Wordprocessor tape which I can convert to QUICKWRITE Wordprocessor files or QUICKWRITE files on disc. Send in a padded post bag, and we will return it to you as soon as possible. We will pay the return postage. In this way if it is a programme, it can be later issued as a PUBLIC DOMAIN programme. You must let me know if you will allow this to happen.

Finally, I do not promise to print any or all contributions, this is at my discretion.

Muchas Gracias.

INFORMATION CONTACTS.

Here are some other folk who you can contact. Always include a SASE. if you require a written reply. If you don't live in the same country, send a couple of International Reply Coupons. These are available a Post Offices throughout the world. Please use good judgement if you telephone, perhaps not on Sundays. Check with the person concerned.

Graphics, M/L, printer info, educational.

Mr. Larry Taylor, 4 Columbia Court, SPRINGWOOD. QLD. 4127. 'phone (07)208 1258.

M/L, hardware, BASIC programming and his special list of all types of info.

Mr. Bob Kitch, 7 Eureka St., KENMORE. QLD. 4069. 'phone (07)378 3745.

Software list.

Mr. Eddie Tones, 3 Kilkenny St., CAPALABA. QLD. 4157. 'phone (07)390 2797.

General info.

Mr. Stan Noble, 307 Mt. Crosby Rd., CHUWAR. QLD. 'phone (07)281 7854.

Communications, Modems, RTTY.

Mr. Irving Spackman, 78 Waima Crescent, TITIRANGI. AUCKLAND. New Zealand.

RTTY Units.

Mr. Col Paton. VK4BCP. 225 Pallas St., MARYBOROUGH. QLD. 4650. 'phone (075)221 090.

Chip 8 programming.

Mr. Jeremy Lee, c/o P.O. Box 221, ASHGROVE. QLD. 4060. 'phone (07)379 7988.

VZ SOFTWARE LIST

This is an updated list. It is compiled by Mr Eddie Tones.
Previous lists have been included in past LE'VZ 200/300 OOPs.

* COMMERCIAL ** SOFTWARE *

For The
Dick Smith Electronics

VZ 200/300 Colour
COMPUTER

Program
Name Distributor

EDUCATIONAL PROGRAMS

Elementary Geometry DSE

Flashcard 1 & 2 DSE

Flashcard 3 & 4 DSE

Maths Arcade DSE

Matrix Spycatcher DSE

Music Writer DSE

Speed Reading DSE

Statistics I DSE

Statistics II DSE

Spellomatic 1 & 2 DSE

Spellomatic 3 & 4 DSE

Typing Teacher DSE

Whizkid Spycatch DSE

Word Matching DSE

Speed & Accuracy LYS

Study Aid LYS

Block Puzzle VSM

Carping VSM

Coordinates VSM

Edisk VSM

European Capitals VSM

Keyboard VSM

Maths Countdown VSM

Maths VSM

Meatpies VSM

Microscope VSM

Name the Towns VSM

Plus & Minus VSM

Queensland VSM

Tower of Herol VSM

Wordmatching VSM

Radicean Pack HIR

Parent/Teacher Pack HIR

Horse/Rabbit Racing DSE

Invaders DSE

Kanazaki DSE

Knights & Dragons DSE

Ladder Challenge DSE

Lear Jet DSE

Lunar Lander (Laser) DSE

Lunar Lander (VZ300) DSE

Matchbox DSE

Maze of Aragon DSE

Missile Attack DSE

Ohello DSE

Penguin DSE

Pharaoh's Curse DSE

Planet Patrol DSE

Poker DSE

Slot Mach/Russian Rou DSE

Space Ram DSE

Star Blaster DSE

Super Snake DSE

Tennis / Golf Lesson DSE

Tote Racing DSE

VZ-Panic DSE

Adventure Island LYS

Alien Escape LYS

Alien Rain LYS

Asteroid Field LYS

Beat The Bug LYS

Castle LYS

Caverns Of Venus LYS

City Blitz LYS

Convoy LYS

Cub Scout LYS

Enchanted Princess LYS

Goldmine Adventure LYS

Graphic Golf LYS

Haunted House LYS

Land of Scrod LYS

Little Packer LYS

Lost Sword LYS

Minotaur Cup LYS

Musetrapp LYS

Pharaoh's Tomb LYS

Pyramid Adventure LYS

Russian Roulette LYS

Slot Machine LYS

Ten Pin Bowling LYS

Triffids : 2040 AD LYS

Two Up LYS

Ufo's LYS

VZ Star Trek LYS

VZ Star Trek II LYS

Yakzee LYS

Bostone Alert COS

Defence Penetrator COS

Mcgoth COS

Rally Racer COS

Road Warrior COS

Air Traffic Controller VSM

Blackjack VSM

Escape River VSM

Factory VSM

Flight Deck VSM

Flying Saucer VSM

Haunted Mansion VSM

Lear Jet VSM

Monopoly VZ VSM

Poker Machine VSM

Scotland Yard VSM

Trivial Cult VSM

Word Squares VSM

Biorythm MIL

Pak Man MIL

Super Invaders MIL

Airlocks Maze CEL

Battle Galaxy CEL

Battle Of Vietnam CEL

Cataclysm Catapillar CEL

Conan The Barbarian CEL

Galactic Fighter CEL

Goalbusters CEL

Jailhouse Breakout CEL

Lunar Landers 2020 CEL

Minotaur Perilleux CEL

Reactor Destruction CEL

Royal Poker CEL

Thermonuclear War CEL

Titanium Trilogity CEL

30 Merciless Maze CEL

Knights Quest VDU

Scotland Yard VDU

Snake Duel VDU

Stellar Wars VDU

Trivial Cult VDU

VZ Monopoly VDU

Air Traffic Controller LAS

Bust Out LAS

Cosmic Rescue LAS

Escape River LAS

Kano LAS

Lear Jet LAS

Light Pen Puzzle LAS

Magnum Quest LAS

Solo Battleships LAS

30 Maze LAS

VZ Warm LAS

Teacher Zapper SOR

Dracula's Maze RME

Octopus RME

Base Defender LY0

Memory LY0

To The Hills LY0

Graphics 1 LY0

Graphics 2 LY0

Krickton LY0

Rally LY0

Draw VSM

Venture VSM

Air Traffic Controller BJE

Asteroids BJE

Blackjack BJE

Checkers BJE

Circus BJE

Defence Penetrator BJE

Galaxian Adventure BJE

Ghost Hunter BJE

Golf Lesson BJE

Hanganman BJE

Hoppy BJE

Invaders BJE

Knights & Dragons BJE

Ladder Challenge BJE

Lear Jet BJE

Panic BJE

Planet Patrol BJE

Poker BJE

Rally X BJE

Star Blaster BJE

Super Snake BJE

Tennis BJE

***** PROGRAMS

***** PROGRAMS

Database DSE

Discounted Cashflow DSE

Financial Cashflow DSE

Mailing List DSE

Matrix DSE

Portfolio Management DSE

Word Processor DSE

Card File LYS

Check Record LYS

Decision Evaluator LYS

Leonada Stand LYS

Master Finance LYS

Matrix Conversions LYS

Racing Selector LYS

Cash Book Ledger VSM

Cheque Ledger VSM

Database V2 VSM

Le'VZ D'base VSM

Le'VZ Statement VSM

Mailing List VSM

Quickwrite VSM

Laser Calc LAS

Mark 64 Database LAS

Disk Word Processor LAS

Address Book DAW

Data Master DAW

Word Processor DAW

Electronic Aid APE

Finance Helper APE

Matrix Utilities APE



Super Word Processor	ERO	Disk Tool Kit	LAS	BNE Brisbane VZ Workshop	*****	writers permission has been obtained . Appropriate charges would then be applied to cover expenses of tapes or disks and postage etc. Please advise me of your thoughts on this . *****
VZ Database	VNU	Disassembler	LAS	BRD G. Brownell		
F.I.N. MRS. File	BNE	DSE Word Pro Patch	LAS	CAR Adam Carter		
*****		Editor/Assembler disk	LAS	CEL Celestron		
UTILITY PROGRAMS		Epson Printer Patch	LAS	'COS Cosmic		
*****		Extended Basic (G.W.)	LAS	DAW L. Dawson		
Disassembler	DSE	Fast Disk & Menu	LAS	DSE Dick Smith Electronic		
Editor Assembler	DSE	Filesearch	LAS	GRI Griffin		
Hex Utilities	DSE	Magic Paint	LAS	HIR J. Hirst		
Intro. To Basic	DSE	VZ Basic Compiler	LAS	HVG Hunter Valley VZ Grp		
Scripte Generator	DSE	VZ Convert	LAS	LAS Laserlink		
				LEH G. Lehman		
		Colour Graphics	PAM	LOW B. Low		
VZ-Xm 80	LVS			LYO R. Lyons		
Hackers Delight	CEL	Konitor / Debugger	MOB	LVS Lyso		
Program Copier	CEL	Renumber / Merge	MOB	McC G. McCleary		
Screen Drawer	CEL	VZ Extra Commands	LEH	MIL R. S. Miller		
				MTS M. Taylor Software		
Array / Restore	VSM	Disk Menu	BNE	PAM Pam Software		
Daerge/Delete/Run	VSM	Poster Shop	BNE	RNO C. Rhodes		
Colour Graphics	VSM	Art Gallery	BNE	SAR M. Sarafoudis		
Copy / Protect	VSM	Tape I.D.	BNE	SOR J. Sortland		
Disassembler	VSM	Tape / Disk List	BNE	SUN E. Sundstrup		
Disk Guard	VSM			TAT L. Tait		
Disk Copy	VSM	Program Copier	SAR	VNU VZ Down Under		
Disk Ops 1	VSM			VSM Vsoftwarez		
Disk Ops 2	VSM	Retrieval Program	BRD	WOB M. Obrist		
Editor Assembler	VSM	Copier	SUN	*****		
Extended Basic (N.O.)	VSM	VZ Chip 8	GRI	A number of programs appear under several suppliers and are sold on behalf of the one writer over a period of years. Also several different versions may have been available as the programs are improved as time goes by. *****		
File Search	VSM	Graf Star	VNU	Some Software companies have either closed or are now distributing under new names. *****		
Load X80 Files	VSM	Nana Star	VNU			
Konitor / Debugger	VSM	Shop Star	VNU			
Protect	VSM	Screen Ed	MTS			
Search Tape	VSM					
Utilities	VSM					
VZ Epson Printer Patch	VSM					
VZ Extended Basic (S.O.)	VSM					
Weaving Drafts	VSM					
VZ Debug	XIL	EtF MP Disk Patch	HVG			
Graphics Pack	XIL	*****				
		SOFTWARE DISTRIBUTORS				
Art Gallery	LAS	DECODING				
Colour Hardcopy	LAS	*****				
Copy/protect	LAS	APF Ape Software				
Diskguard	LAS	BIE S. Bjellie				

COSMICAppears to have been taken
over by PSE.

R.S.MILLERClosed down .

J.HIRST Also traded as HI-COM
software.

BIELIC ... Most of this software appears
to be pirate copies.

VNU is closing down it's Software
company although the User Group will
still keep operating. Although the postal
address has changed.

** CORRECTION *****

VSM program listed as FLIGHTDECK appears
to be incorrect name for Air Traffic
Controller.

PLEASE NOTE *****

As Compiler of this list I do not hold
copies of, or have distribution rights
for all of these programs but will
assist in contacting the applicable
Software House if required. The
addresses are not included in this list
as a number have changed or are no
longer trading and I wish to prevent as
many problems as possible for users in
obtaining the programs of their choice
by giving the latest information known.

To avoid all the mentioned software
being lost to the future VZ user it
would be an advantage to have a Central
Library to hold a copy of these
programs so that they would be available
when present support is no longer
available. This would be done only once
copyright restrictions have passed or

SOFTWARE FOR SALE FROM VSOFTWAREZ

39 Agnes St., TOOWONG. QLD. 4066. AUSTRALIA. (07) 371 3707.

NOVEMBER 1988

We are discontinuing most of our software as from the above date.

We will only stock the most popular units.

The list under "EXISTING SOFTWARE" is items we will continue to sell. Those marked "+LL" include a LLISTING so that you can modify it to suit your own needs.

The list under "DISCONTINUED SOFTWARE" is what we still have in stock. Other items not listed at all will not be supplied. I will print a list of software writers who may supply items direct to purchasers. It is just not viable for us to stock items that are not selling. Prices of most software is now reduced to clear stocks. We trust you understand.

All prices are correct at time of printing, but may change without notice. All articles available while stocks last. All prices in A\$.

All tape software includes postage up to four tapes.

When ordering software, always state := which computer VZ200 or VZ300, if you have an expansion RAM unit, and if you have a disc drive system connected or denote as below.

VZ1 = unexpanded VZ200. VZ2 = unexpanded VZ300.
VZ3 = expanded VZ200. VZ4 = expanded VZ300.

IE. TB15 = Tape only unit of B15. DB5 = Disc only unit of B5.

T/DE4 = Tape or Disc unit available of E4. TU4 = unit only available on Tape of U4. DU22 = unit only available on Disc of U22.

The price stated is for a Tape unit. If a Disc unit is required, add \$5.00. to the Tape price. The price of a Disc unit is as stated.

We accept BANKCARD and VISACARD, as well as bank, building society, credit union, private cheques, or Aust Post money orders.

Make cheques payable to J.D'ALTON or VSOFTWAREZ.

*** * * NEW SOFTWARE * * *****DTG58. FACTORY. \$15.00. VZ3-VZ4.**

This is another one of Larry Taylors educational/game units. It is a problem solving educational/game for all ages. The main aim is to set up a factory to duplicate a product which has been designed by the VZ or someone. Eight machines can be used to ROTATE, STRIPE and PUNCH a blank square into a finished product. All in High Resolution.

DU56. DISKOPS4. \$10.00. VZ3-VZ4.

This is actually called DISKOPS4 + 2. It superceedes DU47 DISKOPS2 AND DU47A DISKOPS2 which are now Public Domain at the same price of \$10.00.

There are three separate utilities on the disc, and are for use with the DSE. Editor Assembler unit. There are eleven additional commands. Instructions are included. DISKOPS4 + 2 patches in permanently with ED/ASS. It then allows LOADING, SAVEing of source code and BSAVEing object code to/from disc. BSAVEing is the same as TO: for tape.

It also includes the normal disc BASIC commands. If a disc error occurs, then DISKOPS4 + 2 BASIC is entered. ASS is to enable the return to the ED/ASS. BASIC does the reverse.

Users of DISKOPS1 and 2 are also catered for.

DB57. QUICKWRITE V4 \$40.00. VZ3-VZ4.

This new version DOES NOT replace QUICKWRITE V3. The main difference being that V4 allows the user to imbed special character codes ANYWHERE in the text. This includes a single word or even part of a word, anywhere in a line of text. If you refer to LE'VZ #17 on page 14, I printed a short article about how to use the printer control codes for QW V3. The last one directs the printer to print in three styles, using thirteen codes. With QW V4 these are designed by the user and are represented by A SINGLE CODE CHARACTER and saved onto disc. A whole set of fonts can be built up by the user. I have been using it for some months now in the publishing of the last few LE'VZ magazines.

QW V4 will also recognise the QW V3 square bracketed control codes. Printing a section of the text is also allowable, even one word.

KILL and RETRIEVE are additional Disc commands. Better editing/viewing facilities. Scrolling forward, backward, to beginning and end of text is easy to achieve.

Purchasers of QW V3 can buy QW V4 at a discounted price of AUD\$20.00. An instruction booklet is of course included.

QUICKWRITE CAN ONLY BE PURCHASED FROM US.**+ EXISTING SOFTWARE +**

D/TB1	CASH BOOK LEDGER	\$ 20.00.	VZ3-VZ4. +LL.
D/TE4	MATHS COUNTDOWN	\$ 5.00.	VZ3-VZ4.
DB4	LE'VZ D'BASE	\$ 50.00.	VZ3-VZ4. +LL.
TU6	VZ EXTENDED BASIC	\$ 20.00.	VZ1-VZ4.
DB16	CHEQUE LEDGER D.	\$ 40.00.	VZ3-VZ4. +LL.
D/TU19	COPY/PROTECT.	\$ 20.00.	VZ1-VZ4.
D/TU48	FILESEARCH.	\$ 5.00.	VZ1-VZ4.
D/TG44	MONOPOLY.	\$ 8.00.	VZ3-VZ4.
D/TG45	MONOPOLY.	\$ 8.00.	VZ4.
D/TG50	ESCAPE RIVER.	\$ 8.00.	VZ3-VZ4.
DB46	QUICKWRITE.	\$ 40.00.	VZ3-VZ4.
D/TU49	VZ-EPSON PRINT/PATCH.	\$ 10.00.	VZ1-VZ4.
DU1	CONVERT2.	\$ nil	VZ3-VZ4.
See DB46 QUICKWRITE.			
D/TG53	GALACTIC EMPIRES.	\$ 8.00	VZ3-VZ4.
D/U56	DISKOPS4 +2.	\$ 10.00.	VZ3-VZ4.
DB57	QUICKWRITE V4.	\$ 40.00.	VZ3-VZ4.
D/TG58	FACTORY.	\$ 15.00.	VZ4.
D/TG59	NAME THE TOWNS.	\$ 5.00.	VZ3-VZ4.

DISCONTINUED SOFTWARE

*All 50% off
While stocks last.*

D/TU2	EDITOR/ASSEMBLER	\$ 20.00.	VZ3-VZ4.
D/TE1	KEYBOARD	\$ 8.00.	VZ1-VZ4.
D/TE3	MEATPIES	\$ 10.00.	VZ3-VZ4.
D/TU3	UTILITYS	\$ 15.00.	VZ2-VZ4.
D/TE5	COORDINATES	\$ 10.00.	VZ2-VZ4.
D/TE6	TOWER OF HANOI	\$ 8.00.	VZ1-VZ4.
D/TE7	MICROSCOPE	\$ 8.00.	VZ3-VZ4.
QU22	DISCOPY	\$ 10.00.	VZ1-VZ4.
D/TU48	FILESEARCH	\$ 10.00	VZ1-VZ4.
DU47A	DISKOPS2	\$ 10.00.	VZ4.
TG42	AIRTRAFFIC CONTROLLER.	\$ 20.00.	VZ3-VZ4.
D/TG54	GOLF.	\$ 15.00.	VZ3-VZ4.
TU18	LOAD XX80 FILES.	\$ 20.00.	VZ1-VZ4.
This new version finds VZ memory size itself.			
D/TG52	SOLO BATTLESHIPS.	\$ 15.00.	VZ2-VZ4.
DPD2	PUBLIC DOMAIN.	\$ 10.00.	VZ1-VZ4.
DPD1	PUBLIC DOMAIN.	\$ 10.00.	VZ1-VZ4.

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JOHN D'ALTON VSOFTWAREZ.
39 AGNES ST. TOOWONG. QUEENSLAND.
AUSTRALIA.
'PHONE (07) 371 3707
NOVEMBER 1988.

LE'VZ 200/300 OOP IS PUBLISHED APPROXIMATELY EVERY THREE MONTHS.

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*** QUICKWRITE WORDPROCESSOR ***

NEW VERSION V4.

Version V4 does not replace

Version V3. V4 is a little more complicated to use but has more facilities.

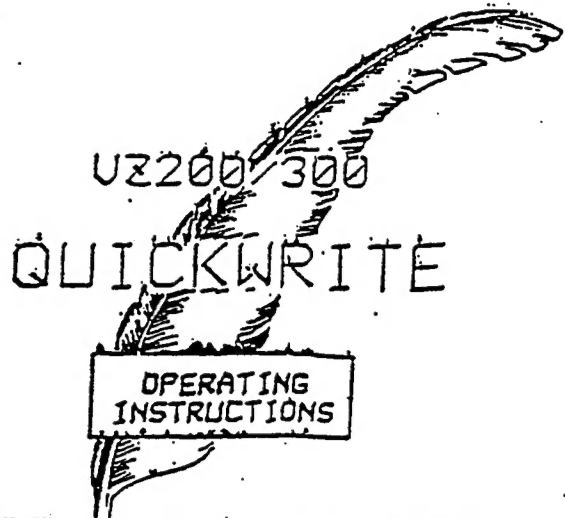
The main one being that printer print styles, often wrongly called fonts, can be changed anywhere in the data/text. This means even part of a word.

Another feature is the ability to scroll up and down, to start or end of the text. This is rather small to read but it demonstrates what can be done.

This is printed by a CITISEN 120 D printer which can print in the mode called inversed.

Price A\$40.00.

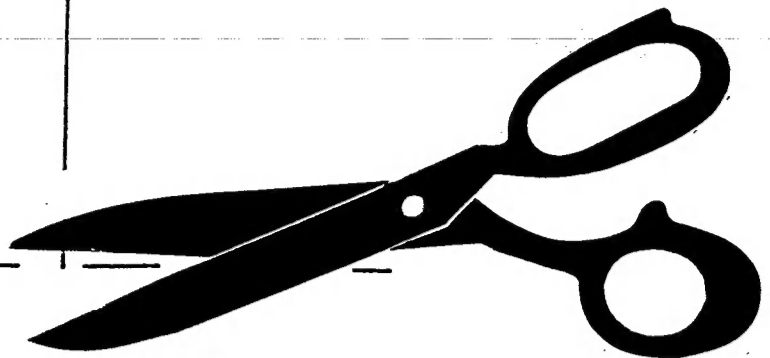
Only available from VSOFTWAREZ
39 Agnes St., TOOWONG. QLD. 4066.
AUSTRALIA.
Phone (07) 371 3707.

**NEW SOFTWARE FROM VSOFTWARE**

DTG59. NAME THE TOWNS. \$5.00. VZ3-VZ4. This is another piece of educational software written by Mr Larry Taylor.

The aim is to enter the name of the town corresponding to the location of a flashing point on a map of Australia.

There are four selectable skill levels. It is suitable for children in years 4 - 7 (ages 8 - 12).
A High-Res game.



Date19..... Code # if known This LE'VZ number is 21
Surname..... Mr, Mrs, Miss and Christian name.....
Address..... ..Post Code
Telephone number. STD()..... Onto General List Yes/No.....
Computer. VZ200 and/or VZ300.....Any other computer.....
Printer and/or plotter.....Disc system Yes/No.....
RAM Expansion.....K. Tape recorder. VZ DTR or other.....
RS232 terminal..... Yes/No.....Modem Yes/No..... Brand.....
Interest. Business, games, M/L, BASIC, hardware, etc.....
.....

******* DATA SLIP *******

For my records I request all OOPs (Owners-Operators-Programmers) who have not recently sent me this data to please complete, cut out and send back at some time. As mentioned elsewhere in this LE'VZ, this is useful for OOPs who may like to contact other OOPs who live in their vicinity, etc. Answer N (No) if you do not wish your name put on this General List. If the answer is Y (Yes) or not answered at all, you will be put on the General List.

HARDWARE AND FIRMWARE FOR SALE.

VSOFTWAREZ, 39 Agnes St., TOOWONG. QLD. 4066.
AUSTRALIA. Phone (07) 371 3707.

As with our software, we are also going to discontinue all hardware sales. We will be continuing to sell books.

Unlike our software prices, these do NOT include postage. Always include extra money with your order and we will send any surplus back in the parcel or put it towards any credit you may wish, such as to LE'VZ, if you are an OOP. If you wish to receive LE'VZ, read page 11.

Prices are in Australian dollars (AUD) as at the 1st. of November 1988. Items available while stocks last. There is NO WARRANTY on used items, but all are tested OK.

One PP40 Printer/Plotter used \$ 30.00

BOOKS.

VPROGRAMMEZ-VZ-VZ new \$ 12.50 each.
Surface postage in Australia and NZ is included.
This is my own special book for beginners and advanced VZers.

BASIC Easier and Faster TRS80 new \$ 8.00 each.
by Lewis Rosenfelder.

VZ200VZ300 Assembly Language Programming Manual
for Beginners by Steve Olney. new \$ 25.00 each.

Beginners Guide to the VZ200/VZ300 Editor Assembler
by Peter Schaper. new \$ 20.00 each.
This book explains in simple language how to use the Dick Smith Editor Assembler unit. The little instruction booklet that comes with the tape is not very easy to understand to many folk. Peter uses some short M/L routines to explain the use of the Ed/Ass but he does not teach you M/L as such. As I mentioned previously in LE'VZ, the book will be printed and put together when ordered. I do this as soon as possible, but there will be a delay. There are fifty eight pages of A4 size so it is good value for money.

OTHER VZ USER GROUPS & CLUBS.

AUSTRALIA.

VZ USER.
MR Mark Harwood, P.O. Box 154, DURAL. NSW. 2158.

VZ DOWN UNDER.
MR H.M Huggins, 12 Thomas St., MITCHAM. VIC. 3132.

HUNTER VALLEY VZ USERS GROUP.
C/O P.O. Box 161, Jesmond. JESMOND. NSW. 2299.

MAVZ ENTHUSIASTS GROUP.
MR Graeme Bywater, P.O. Box 388, MORLEY. WA. 6062.

BRISBANE VZ USERS WORKSHOP.
C/O Mr. Bob Jones, 63 Tingalpa St.,
WYNNUM WEST. QLD. 4178.

NEW ZEALAND.

VZ LINK.
MR Peter Hill, P.O.Box 1972 C.P.O. AUCKLAND. NZ.

THOUGHT FOR TODAY

A friend is one of GOD's
wonderful gifts to mankind.